EPYX

COMPUTER GAMES THINKERS PLAY

JUMPMAN

Game Design, Program, & Music:
Randy Glover

TRANS.

HOW TO LOAD PROGRAM

Remove all cartridges. Plug a joystick into Port #1. You use only one joystick, regardless of how many are playing. Turn on your disk drive. Insert the Jumpman Disk into the drive, with the label facing up, the slotted section pointed toward the back of the drive.

Turn on your computer and television or monitor. The program automatically loads into memory. Answer any prompts that appear.

HOW TO PLAY

1. GETTING STARTED

Jumpman offers a variety of ways to play: five game variations, thirty game levels, and from one to four players can play. Also, you can choose how fast or slow you wish your Jumpman to move.

The object is to successfully complete all thirty game levels, scoring as many points as you can. You complete each level by making Jumpman collect all the bombs, before the many dangers wipe out Jumpman's seven lives.

After the program loads, you will see the title, a game demo, and the high scores from previous games. Press SELECT to start your game.

Game Variations: Choose one of the five games: Beginner, Intermediate, Advanced, Grand Loop, or Randomizer. The first three represent the buildings that make up Headquarters. Successfully complete any of these games; you'll see Headquarters, with the lights on in the appropriate building.

Difficulty Levels: The Beginner game has eight easy levels, (1–8). Intermediate has ten medium levels, (9–18). Advanced has twelve hard levels, (19–30). The Grand Loop lets you play all thirty levels in sequence. The Randomizer allows you to play a random selection of all levels, except the first level.

Press the OPTION key to cycle through game choices. Press the START key to play.

Single- & Multi-Player Games: Now you will be asked, "NUMBER OF PLAYERS?". Answer this prompt by pressing the appropriate number on the keyboard, (1–4). Before each player's turn, the computer will warn that player to be ready to play.

Multiplay is achieved by each player, using, in turn, just the one joystick. When a player successfully completes a level, or all of his or her Jumpmen die, he or she passes the joystick to the next player. Then, the next player plays the same level.

If all of any player's Jumpmen die before he or she completes a game, then that player is eliminated from that game. The winner is the player who successfully finishes a game and has the highest Total Score. Or, the winner is the last remaining player who reaches the highest level and has the highest score.

2. PLAYING

What You See: The scene scrolls down from the top. While this happens, the name of the level will be displayed. You'll see a skyscraper made up of girders, ladders, bombs, and sometimes, floating elevators, up-ropes, and down-ropes. The up-ropes extend a little above the girders; the down-ropes do not. During play, you'll encounter many hazards, such as speeding bullets, floating blocks, pesky robots, and other unpleasant visual shocks. You'll also see across the bottom of the screen, from left to right:

(a) The number of the player presently playing.
(b) The level he or she is playing.
(c) The player's Current Score.
(d) The player's remaining Bonus Score.

At the start of the game, Jumpman has seven lives to play the game. During play, the number of lives he has left is shown at the bottom, left-hand corner of the screen. After the scene scrolls into place, the white figure of Jumpman appears in the scene, and play can start.

Choosing Jumpman's Speed: You can change Jumpman's movement speed anytime it's your turn. He has eight different speeds. 1 is the fastest and 8 the slowest.

You change Jumpman's speed by pressing the appropriate number on the keyboard, either just before he appears on the screen at the beginning of a turn, or anytime during play. When the present Jumpman dies and a new one appears, the new one will move at the new speed. If you do not select his speed, he will move at medium speed.

Moving Jumpman: Leaping around a skyscraper, while avoiding hazards, is dangerous work. One mis-step—and POW!

You move Jumpman with your joystick. Pushing your stick forward makes him climb up ladders. Pulling your stick back toward yourself makes him climb down ladders. Push the stick left; he moves left . . . to the right, and he moves right.

Jumpman jumps when you press the red trigger button. If the stick is pushed forward, he will jump straight up, (often a necesary maneuver when a bullet suddenly changes direction).

When you press the red button and, at the same instant, push the stick to the right, Jumpman will leap to the right. Press button, push stick left, and Jumpman will jump left.

Experiment. Try him at different speeds. Test all of his abilities before you get into serious competition with other players. But, beware: if Jumpman fails to touch the structure he is leaping toward, or leaps off the screen . . . falls just a couple feet lower than the level from which he started—KERPOW! . . . another Jumpman bites the dust.

3. SCORING

Game Scoring: Two scores are kept: the Total Score, and the Bonus Score. The Total Score is the sum of all points scored during the game, including the final Bonus Score.

Players receive 1500 Bonus Points at the start of most levels of play. Every few seconds, 100 points are deducted from these points. When the player successfully completes a level, the remaining Bonus Points are added to both the Total Score and the Bonus Score.

When the player successfully finishes the game, then for each Jumpman left, extra bonus points are added to both final scores:

(a) 100 points each for Beginner.
(b) 250 points each for Intermediate.
(c) 500 points each for Advanced.
(d) 750 points each for Grand Loop.

Each time Jumpman collects a bomb, 100 points are added to the Total Score, except in the Grand Puzzles. In the Grand Puzzles, four special bombs are hidden along with the other bombs. Each special bomb is worth 500 points.

Killing creatures also scores points. A bonus Jumpman is awarded each time a player scores an additional 10,000 points.

Recording High Scores: After the game ends, whether or not the player completes it, the High Score screen appears. It displays the top nine Total Scores and the top nine Bonus Scores of previous games. If the player hasn't beat the lowest scores, the program goes to the Options' screen.

If the player qualifies, then he or she may enter a maximum of three initials opposite his or her score. They do so by cycling through the alphabet, by pushing their joystick forward or back, until the letter they wish to enter appears. Then, they press the trigger to enter it.

If they have successfully completed a game, then the first letter of the game's name will appear to the right of their score, such as B for Beginner. R will always be awarded for Randomizer, even if the game was not completed.

To erase all previously recorded high scores, press the CLEAR key while the program is first loading into the computer's memory. If you put a write protect tab on your game disk, then you cannot save the high scores. Turn off the computer before you record a game's high scores, then that game's high scores are lost.

HOW TO PLAY AGAIN

When a game ends, the program will automatically return to the Options' screen. You can then start a new game. At any time, during a game or during other modes, press the SELECT key to return to the Options' screen and start a new game. Press the START key, at any time, to start the current game from the beginning.

JUPITER JUMPMAN

The enemy has infiltrated JUPITER Headquarters! ALIENATORS have sabotaged all systems . . . planted bombs throughout its thirty levels . . . ready to blast Headquarters to ashes at any moment. CAN THEY BE STOPPED?

Already, JUPITER #1 is starting to crumble. CAN IT BE SAVED? And, can the other two command centers be secured before the ALIENATORS overrun their defenses? IT'S UP TO YOU!

YOU, trained as the government's top secret weapon, are the only one able to defuse the bombs and restore the communication systems. YOU ARE JUPITER JUMPMAN! You have the speed, skill, and SEVEN LIVES necessary to outwit the ALIENATORS. You have the ability to scale ladders, girders, ropes, and mysterious mazes to quickly find the bombs. And, ONLY YOU KNOW HOW TO DEFUSE THEM!

BE ALERT . . . instantly able to dodge or jump over the ALIENATORS' bullets. BE PREPARED . . . always ready to fight their evil backup forces of dragons, robots, and other destroyers. AND, CONSTANTLY WATCH OUT FOR . . . crumbling girders, falling objects, and many other nasty surprises!

Your joystick activates your jet boosters, enabling you to leap around each level of Headquarters, while avoiding deadly obstacles. JUMP ON TARGET, and you'll succeed . . . restore power, defuse the bombs, and save JUPITER!

MISS YOUR TARGET, and you might find yourself dangling from a ledge, with all but your seventh life gone!

ADDITIONAL HINTS

From RANDY GLOVER, Jumpman's Author

Jumpman is the ultimate test of your reflexes versus instant visual surprises. It's impossible for a new player to remember all the ugly hazards and demonic forces his or her Jumpman will meet.

Only experience—playing, and playing again, will gain you the skill and proficiency you'll need. These hints will get you started:

1. Each of the thirty levels can be completed without losing a Jumpman.
2. When you first play, try Jumpman at medium to slow speeds, (4–8). Then, as soon as you successfully complete a level, increase his speed the next time you play that level. You are penalized Bonus Points for the length of time it takes you to complete a level. The less time you take, the more Bonus Points you'll score.
3. Jumpman can leap amazing distances. See how far you can make him jump. When he is grabbing for something, a ladder or girder, keep your joystick pushed in the direction you wish him to leap. If you let your stick flip back dead center too soon, Jumpman might slip and fall to his doom.
4. Watch more than Jumpman on the screen. Constantly scan all four edges. Especially when he is vulnerable, like climbing a rope or ladder; or at the end of a girder. Expect the unexpected to happen . . . an object to suddenly shoot out from either side or drop from above—and KERCHUNK, another Jumpman bites the dust!
5. Try to remember each level's action . . . the structural layout and obstacles. Keeping track of their names might be a good way.
6. Most important . . . DON'T GIVE UP! Jumpman's a tough, sometimes frustrating, challenge. Play, and play again. STICK WITH IT! You'll be amazed how fast you will be able to conquer all thirty levels and SAVE JUPITER HEADQUARTERS!!

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JUMPMAN

Atari Disk

Loading Instructions

Requires 32K RAM & Disk Drive & Joystick

1. Remove all cartridges from computer.
2. Boot game disk.
3. Anytime during the title page press the SELECT key.
4. Press the OPTION key to choose the desired game.
5. After OPTION, press START.
6. Answer the "Number of Players" prompt (1 to 4).
7. When the prompt "Player # Get Ready" appears, you may select game speed (1 - 8). Speed may also be set just before a man appears on the screen.